

discovery, information reporting and information aggregation of team-member activity that is causal to team achievement. It includes means for creating a common perspective among reporters, a common means to judge the value of team-members' contributions, means for collective self-organizing and self-training by reporters, and means for valuing reporters' contributions to the reporting process. One preferred embodiment is a game that enables a large group of humans to determine the critical few actions and collaborations that lead to winning a basketball game viewed live or via broadcast TV. Another preferred embodiment is a game for maximizing the selling activity of a commercial sales group.

**The following changes were requested by the Examiner to correct clerical errors.**

**Marked-up version of replacement paragraphs, with removed, and added text.**

**Background Discussion of Prior Art:**

**Paragraph 2 of page 2 has been amended as follows:**

An effective team value/reward system consists of three parts; a) a protocol for observing team activity, b) a method and system for measuring team-member performance, and c) a method and system for reporting team-member actions contributing to team achievement. An example of a compatible protocol and measuring system is the subject of ~~pending~~ U.S. patent application number 09/571,874, filing date 05/13/2000, now U.S. Patent No. 6,496,812. The scope of the present invention is c) a method and system for reporting team-member actions contributing to team achievement. It gathers and transmits data to a central processor where it is processed to produce an analysis of team-member contributions to team achievement.

**Paragraph 4 of page 2 has been amended as follows:**

The deficiencies of existing methods for investigating and reporting the causes for winning team contests are as follows:

- a) Provide no means to report the discovery ~~of the discovery~~ of team-member actions and collaborations that are causal to team achievement,
- b) Provide no means for teaching a methodology for observing and reporting team-member collaborations that are causal to team achievement,
- c) Provide no means for team-members to report their own contributions to team achievement,
- d) Provide no means to report discovery of successful team-member actions and collaborations to contest participants during the remainder of an on-going contest,
- e) Provide no means for reporters to collaborate while observing the contest.

**Paragraph 3, page 7 has been modified as follows:**

**Detailed Description of the Invention:**

Basic Structure of a Preferred Embodiment of the Invention

The preferred embodiment of the present invention utilizes a pre-determined model for achieving a group goal that provides a common protocol for observing a CONTEST and a common value system to identify valued team-member actions.

An exemplary model is defined in ~~pending~~ U.S. patent application number 09/571,874, filing date 05/13/2000, now U. S. Patent No. 6,496,812. However, other models for achieving a group goal could be employed.

Paragraph beginning at line 33 on page 10 has been modified as follows:

**Parser Mechanism 500**

Processes the report data using a Java Servlet operating on a lower priority thread when system resources become available. This mechanism parses each ASPECT report data stream into data elements and populates a report object. It then makes the parsed report persistent in the centralized database. The Parser Mechanism maintains a reference to the last data stream that was parsed. This serves as a marker to identify new reports ~~the~~ that must be parsed. This mechanism operates by periodically parsing data streams in queue, then sleeping in a timed sequence.

Paragraph 3 on page 13 has been modified as follows:

**Step 3:**

The REPORTER chooses a particular CONTEST from a list, and then chooses an ASPECT to report. A matrix showing the number of REPORTERS who have already made commitments to report on specific ASPECTs of his chosen CONTEST guides his choice. REPORTERS are motivated to choose the ASPECT with the lowest committed coverage in order to insure complete coverage of the CONTEST. By adding ASPECT instance reports to the pool of CONTEST information submitted by all REPORTERS, a REPORTER qualifies to receive analyses ~~derriived~~ derived from the pool of information submitted by all REPORTERS. This gives the REPORTER expanded insight to causality for the team achievement that he would not have gained as a single observer. Inputs to Step 3 are CONTEST,

ASPECT and Team. Output for Step 3 is a Java Server Page data entry form for reporting the ASPECT specified in the input.

**The last paragraph on page 17 has been modified as follows:**

This preferred embodiment of the present invention utilizes a protocol for observing the Basketball game that enables fans to focus on one or more of the critical few PLAYER actions that contribute to their team's achievement. It also utilizes a value system demonstrated to be consistent with winning, for the fan to use in identifying effective PLAYER actions. The protocol and value system being used are described in ~~pending~~ U.S. patent application number 09/571,874, filing date 05/13/2000, now U.S. Patent No. 6,496,812. This methodology breaks the CONTEST into a set of elemental CONTESTs called POSSESSIONs. A POSSESSION represents a unique pursuit of a team goal, beginning with the successful acquisition of the resources required to achieve that goal (ball), and proceeding with the enhancement of those resources (create shooting opportunity) by stages until the team goal is achieved (shooting to score points), the resources are lost, or the CONTEST duration is exceeded (game-clock time).

**Paragraph 2 on page 19 has been modified as follows:**

**Operation**

Fans do not have to be present at the game to report the game activities. Watching on TV is sufficient to hear and see everything necessary to report most relevant ASPECTs of the game. According to the value/reward system being employed in this embodiment, relevant ASPECTs ~~including~~ include acquiring control of the Basketball, creating a scoring opportunity, shooting to score points and the game-clock time that PLAYERS enter and leave the game. Actions

are only valued if they result in points being scored in a POSSESSION. A fan must identify a potentially valued action and continue to follow the play to see if the action is part of a successful sequence resulting in points scored. If points are scored, the potentially valued action becomes a valued action and the fan submits his ASPECT instance report for this POSSESSION. Fans viewing the game on TV can submit their reports in one or more ways. These ways include via personal computer, interactive TV remote control, wireless phone or Internet access device. Their reports are transmitted to a centralized Internet server and become part of a pool of reports from which representative reports are selected to construct a composite report of all ASPECTs of the game. Fans only have to report on one ASPECT to gain access to the composite information compiled from all fan reports. Fans are allowed to ~~these~~ choose the ASPECT they will report. They are encouraged to cooperate by selecting an ASPECT with a relatively low level of fan coverage, thus promoting adequate coverage of all relevant ASPECTs of the game and producing a complete CONTEST report.

**Paragraph 3 on page 19 has been modified as follows:**

By cooperating as a community in this way, fan REPORTERS learn and reap the benefits of teamwork themselves. Each fan REPORTER gains access to the pool of data gathered by all fans and processed by this system. This valuable information can also be used to benefit the game contestants. The game analysis produced from fan reports can be fed to the coaches and PLAYERS to guide competitive strategy as the game continues. A participant in the CONTEST can access the cumulative POSSESSION reports as they are processed and communicate the ~~results of~~ results

to the PLAYERS. As shown in FIG. 11 6, the fan will play an important part in determining the success of his team. This adds to the fun and entertainment value and increases the motivation for fans to participate. A by-product of this game is the learning experience. Fans are educated in the factors that produce a winning team effort. When they choose an ASPECT to report, they are presented with the ASPECT Measurement Rules for reporting PLAYER actions that have been demonstrated to produce winning results. By learning to recognize these PLAYER actions and collaborations, the fan learns the underlying factors that contribute to a winning team effort. This added insight creates a community of fans who find entertainment in collaborating via the invention's online Internet Chat Mechanism.

**Paragraph 2 on page 22 has been modified as follows:**

In this scenario, a Managing Third Party pre-determines a protocol for observing the selling process that enables the REPORTER to focus on the critical few PLAYER actions that contribute to a sale. A Managing Third Party would also set the value system for the REPORTER to use in judging the effectiveness of PLAYERS' actions. The protocol and value system of this preferred embodiment are described in ~~pending~~ U.S. patent application number 09/571,874, filing date 05/13/2000, now U.S. Patent No. 6,496,812. A Managing Third Party would also pre-determine the total sales compensation to be distributed among the Selling-Team PLAYERS. CONTEST results would be published for analysis by Selling-Team members and the Managing Third Party.

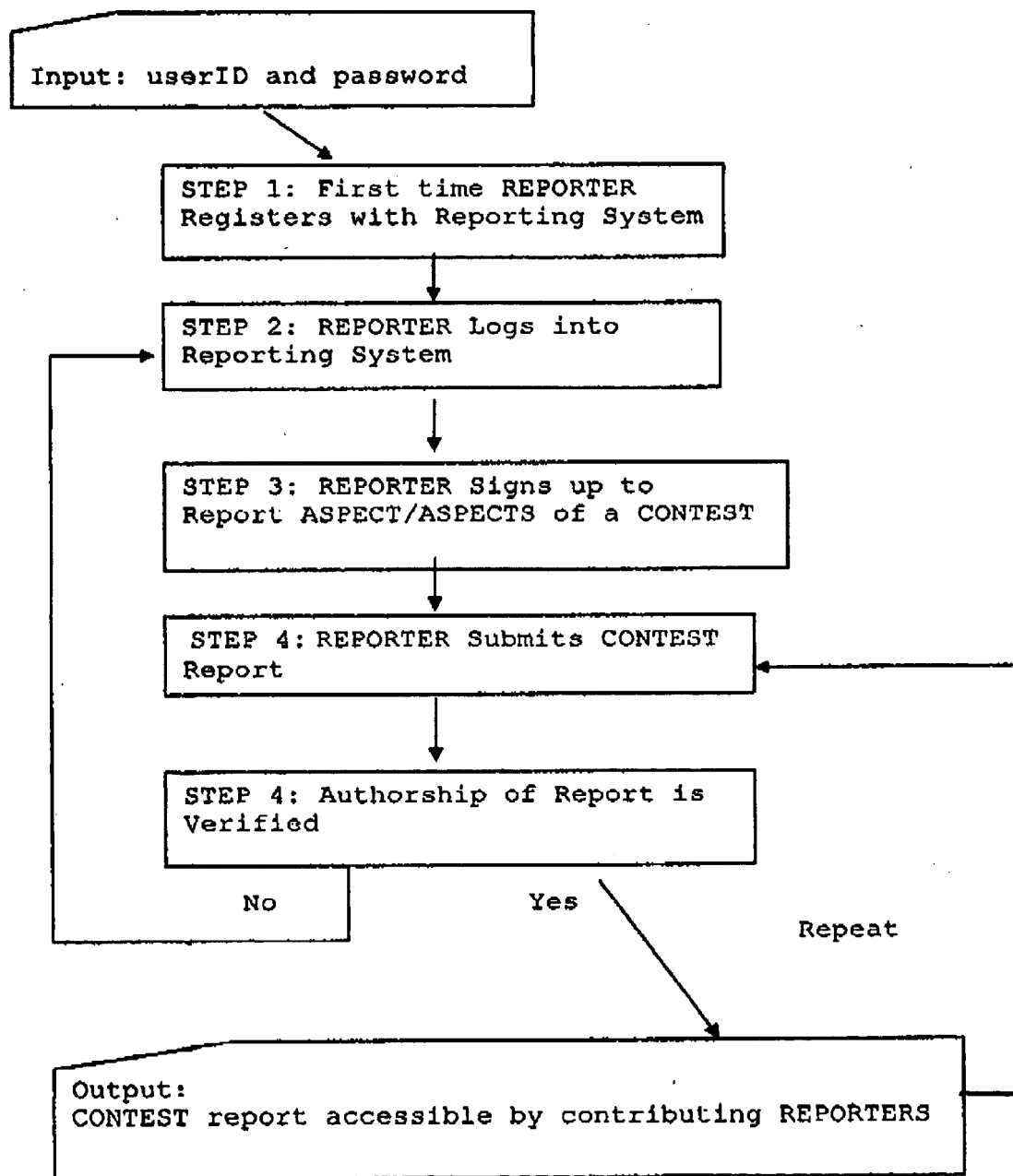
**Paragraph 3 on page 22 has been modified as follows:**

**Conclusion:**

Exploiting the full potential of team synergy remains one of the most important opportunities of the twenty-first century. Doing so will improve team productivity and provide enormous economic and social benefit for mankind. Existing methods and systems for reporting team-member contributions to team achievement do not identify the critical few team-member actions; they do not segment the reporting task into ASPECTs that can be comprehended in real-time by a single reporter; and they don't teach a methodology for observing and reporting team-member collaboration. There is a compelling need in all areas of human endeavor for an effective method for valuing, measuring and reporting a team-member's contribution to the achievement of a team goal. This invention is a method and system for gathering and transmitting data to a central processor where it is processed to produce an analysis of team-member contributions to team achievement. It uses a team-member interaction protocol for viewing the team in action and ~~incorporating~~ incorporates a value system to help the REPORTER focus on the critical few ASPECTs of the CONTEST. The measurement process is made easier by allowing each REPORTER to focus on one ASPECT for his REPORTs. In return, he benefits from receiving the consolidated CONTEST report derived from all relevant ASPECTs of the CONTEST.

**Substitute the following corrected FIG. 9 with the corrected spelling of "Accessable", for the corresponding FIG.9 on file.**

FIG. 9 Reporter Administration Process 9 of 15





The Applicant cancels claims 1-25 of record and substitutes the following Claims 26 - 37:

26. A method for a plurality of reporters collectively self-organized, to share the task of role selection, information discovery, information reporting and information aggregation of team-member activity that is causal to team achievement in a COMPETITIVE ENVIRONMENT, comprising:

- a) guiding REPORTERS on how to integrate their information gathering activities to achieve the goal of reporting all aspects of team-member activity that are causal to team-achievement by signup commitment means;
- b) creating a common perspective among the plurality of REPORTERS by team-member interaction protocol means to guide reporters' collective discovery of valued team-member interactions;
- c) creating among the plurality of REPORTERS, consistent measuring and valuing of team-members' contributions by team goal achievement value system means;
- d) recording plural reports and selecting a representative aspect report from each set of redundant reports; and
- e) aggregating said representative reports to create composite reports, storing and retrieving them from a database.

27. The method of Claim 26, further comprising:

- e) deterring hostile attempts to report false data by filter means (FIG. 5).

28. The method of claim 27, further comprising refining reporting skills by re-enforcement learning means (FIG. 1) including:
- a) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;
  - b) establishing a reporter's reputation for reporting by proficiency skill level means; and
  - c) sharing reporters' knowledge and observations by collaboration means.
29. The method of claim 28, wherein the boundary of the CONTEST is extended to include REPORTERS as participants in the on-going CONTEST by providing PLAYERS with real-time feedback of the effectiveness of their actions, further comprising:
- d) integrating and reporting of CONTEST analysis to CONTEST PLAYERS for their re-enforcement learning to guide their action choices during a CONTEST (FIG. 6).
30. The method of claim 29, wherein PLAYERS rely solely on peer-to-peer collaboration in their pursuit of the team goal; and further, said reporting is accomplished by the PLAYERS themselves (FIG. 12).

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31. The method of claim 28, further comprising developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.
32. A system for a plurality of reporters collectively self-organized, to share the task of role selection, information discovery, information reporting and information aggregation of team-member activity that is causal to team achievement in a COMPETITIVE ENVIRONMENT, comprising:
- a) signup commitment means for guiding REPORTERs on how to integrate their information gathering activities to achieve the goal of reporting all aspects of team-member activity that are causal to team achievement;
  - b) team-member interaction protocol means for creating a common perspective among the plurality of REPORTERs to guide reporters' collective discovery of valued team-member interactions;
  - c) team goal-achievement value system means employed by the plurality of REPORTERs to create consistent measuring and valuing of team-members' contributions;
  - d) means for recording plural reports and selecting a representative aspect report from each set of redundant reports; and
  - e) means for aggregating said representative reports to create composite reports, storing and retrieving them from a database;

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33. The system of Claim 32, further comprising:
- e) deterring hostile attempts to report false data by filter means (FIG. 5).
34. The system of claim 33, further comprising refining reporting skills by re-enforcement learning means (FIG. 1) including:
- a) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;
  - b) establishing a reporter's reputation for reporting by proficiency skill level means; and
  - c) sharing reporters' knowledge and observations by collaboration means.
35. The system of claim 34, wherein team-member actions are contested by one or more competing teams and the boundary of the CONTEST is extended to include REPORTERS as participants in the on-going CONTEST by providing PLAYERS with real-time feedback of the effectiveness of their actions, further comprising:
- d) integrating and reporting of CONTEST analysis to CONTEST PLAYERS for their re-enforcement learning to guide their action choices during a CONTEST (FIG. 6).